NES–FO–USA

TECMO™

STAR FORCE™

INSTRUCTIONS

Thank you for selecting the fun-filled "STAR FORCE" game pak by TECMO, INC.

SAFETY PRECAUTIONS

Please take time to read the important instructions in this booklet. Observing the step by step instructions and complying with warnings will be your personal guarantee to greater game satisfaction over a long period of time.

1) Avoid subjecting this high precision game pak to extreme temperature variances and tremendous shock. Furthermore, never attempt to disassemble your game pak.
2) Do avoid touching terminal connectors, and keep clean by inserting game pak in protective storage case.
3) Use of thinners, solvents, benzene, alcohol and other cleaning agents can damage the game pak.
4) For best results, play the game a distance away from your television set.
5) Pause for 10-15 minutes after 2 hours of more of continuous game playing.This will extend the performance of your game pak.

* Please note that this game has been programmed to take advantage of the full screen. Some older models have rounded screens and may block out a portion of the image.

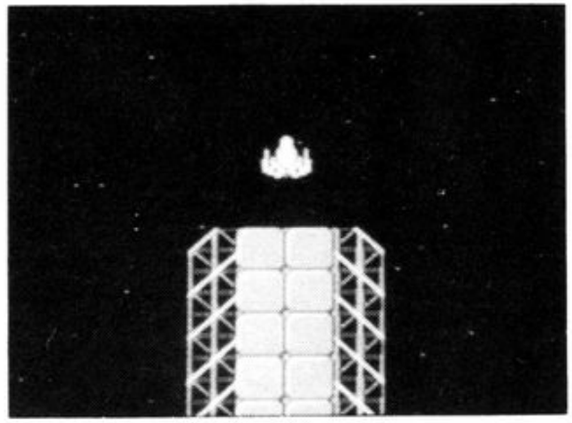
THIS GAME IS LICENSED BY NINTENDO FOR PLAY ON THE

Nintendo

ENTERTAINMENT SYSTEM®

NINTENDO AND **Nintendo *ENTERTAINMENT SYSTEM®*** ARE TRADEMARKS OF NINTENDO OF AMERICA INC.

1. GAME STORY

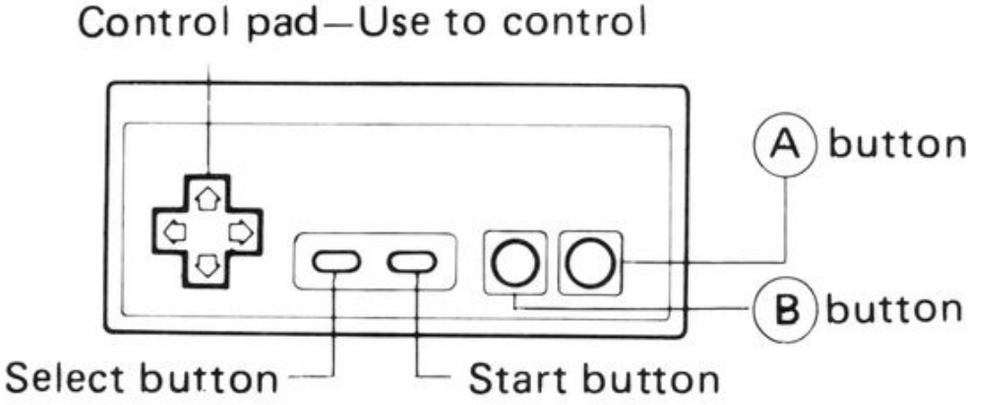


In the year 2010 of Dimension Almanac, there was a mysterious planet named GORDESS which was moving in the darkness of the cosmos for the purpose of mass murder and plunder. Everyone gave up fighting against GORDESS because of its awesome power. One day a brave soldier riding a space patroller challenged GORDESS to fight. People called this space patroller "FINAL STAR", wishing to be saved. You must bring an end to the murders which have been committed for the past 2,000 years.

2. HOW TO OPERATE THE CONTROLLER

- NAMES OF CONTROLLER PARTS AND OPERATING INSTRUCTIONS

*** THIS GAME IS ONLY A(1) PLAYER ONLY!**



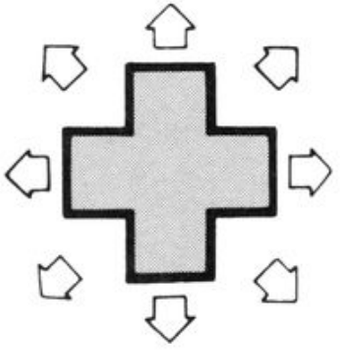
●SELECT BUTTON

Not used.

●START BUTTON

Pressing this button starts the game.
[Pause function] Pressing the start button during the game causes the game to be stopped temporarily. And pressing it again restarts the game.

Operations for Final Star



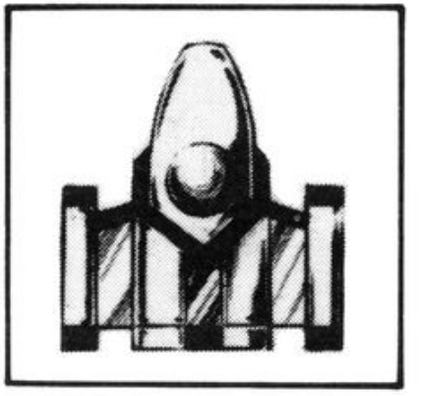
● CONTROL PAD

Controls Final Star in eight directions

● (A) BUTTON, (B) BUTTON

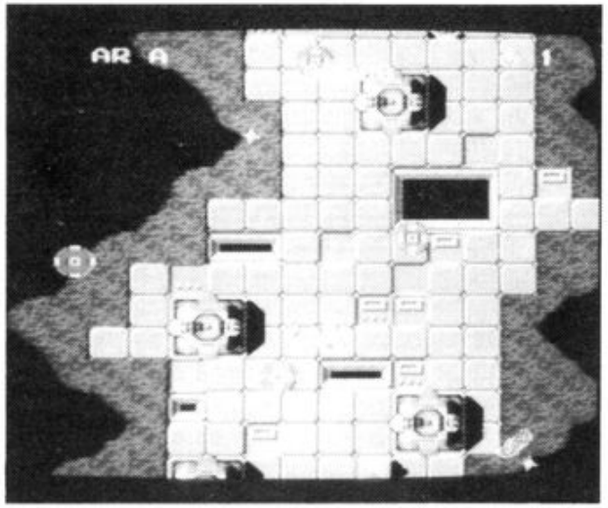
Pressing one of those two buttons fires a Star Beam Gun.

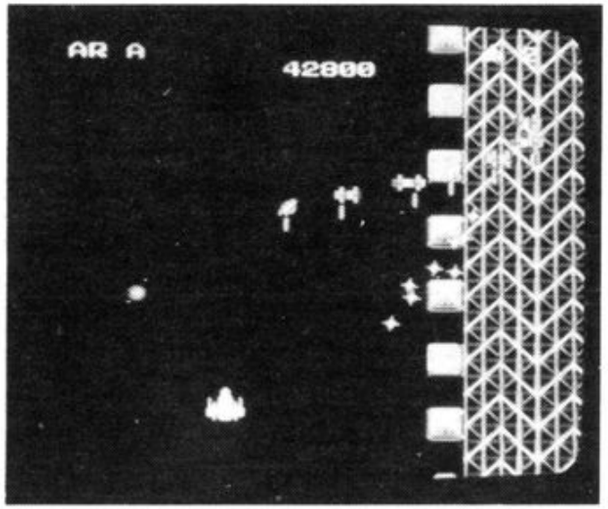
FINAL STAR



3. MISSION

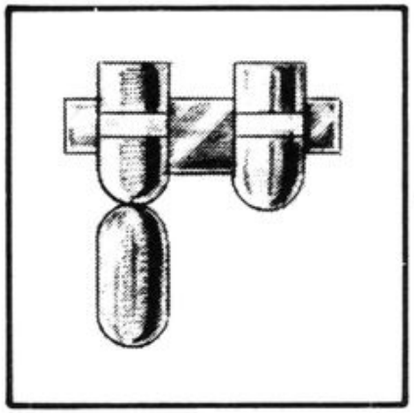
Your mission is to attack GORDESS by controlling FINAL STAR. GORDESS is divided into 24 areas. FINAL STAR will encounter enemies in each area. FINAL STAR is armed with a Star Beam Gun, which he uses to destroy the enemies. This is a powerful weapon enabling FINAL STAR to attack GORDESS.



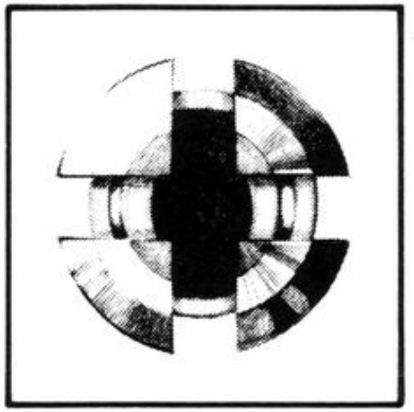


4. ENEMIES

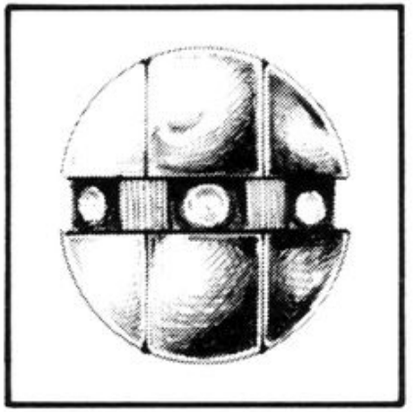
There are a number of enemies. The following gives a brief description of each along with their attack patterns and point values.



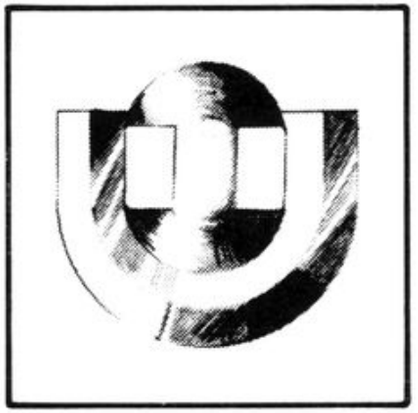
● **GALLI 100 pts**
Intercepter fighters which appear on the opposite side against FINAL STAR over the center line on the display. They fly in zigzag directions in formation. Moving FINAL STAR to right and left, fire upon them immediately.



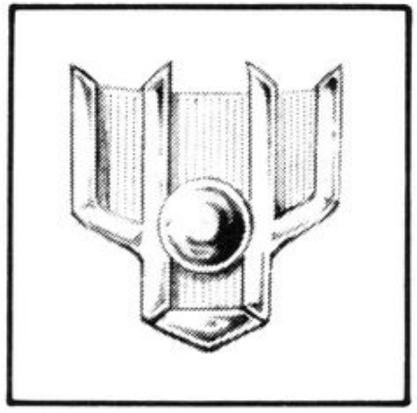
● **TITTA 200 pts**
High-speed fighting vessel which makes a straight advance and then after passing FINAL STAR changes its direction at a high speed to make a direct frontal attack. Fire upon it at your first opportunity.



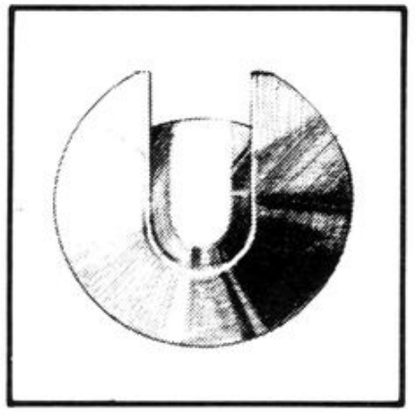
● **ETTORI 100 pts**
Vintage unmanned fighting plane allowed to change its direction at right angle. As it is an old-type fighter, it stops for a short period of time for directional change. Fire upon it when it pauses.



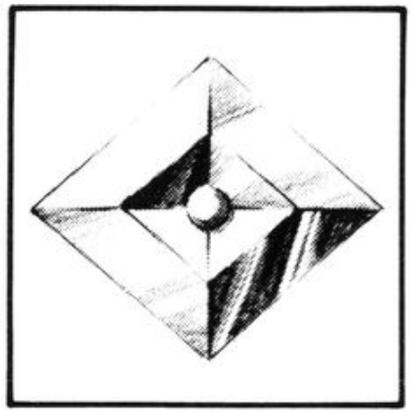
● **ZOFF 100 pts**
Fighter-bomber which appears at any place from upper zone of the display and flies in zigzag directions.



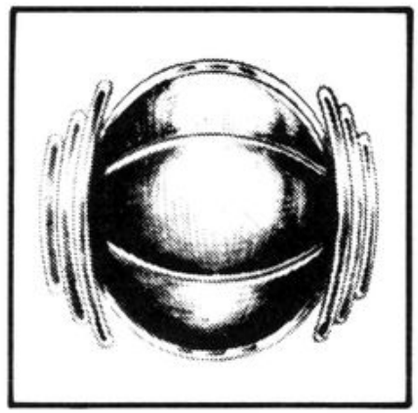
● **FAILLAR 100 pts**
Heavy bomber which shoots a bullet while making a straight advance.



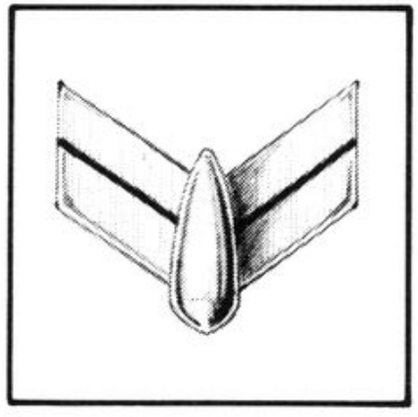
● **MEEUWS 300 pts**
Ultra-magnetic torpedo boat destroyer coming up to the side of FINAL STAR and then turns at right angle to attack him. Shoot it before it nears FINAL STAR.



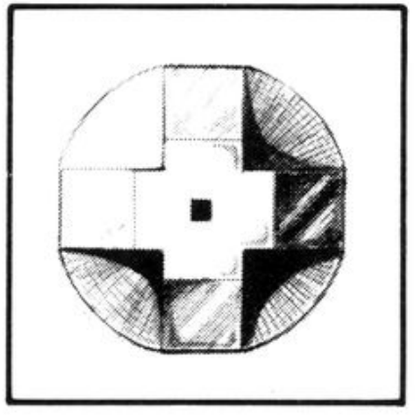
● **OBSESS 500 pts**
Automatic guided space mine. As far as you run away without attacking it, you will be chased indefinitely. Shoot it now.



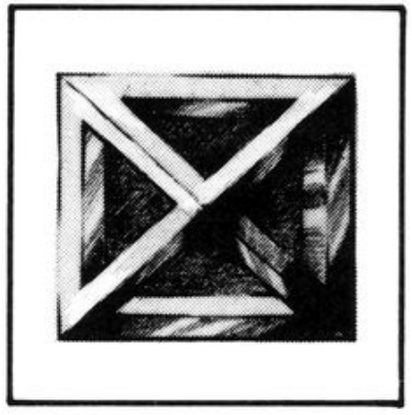
● **LOPE 100 pts**
New type unmanned fighting plane which appears in the same way as GALLI and flies slowly in large or small circles on the right hand and the left hand alternately.



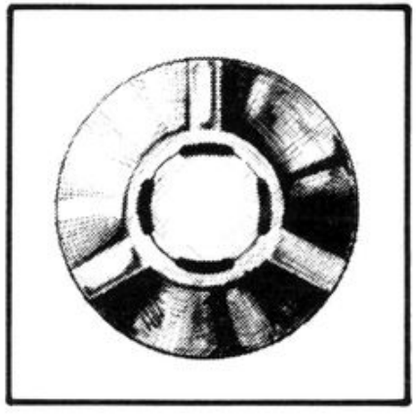
● **QUIRI 100 pts**
Heavy bomber which is an improvement upon FAILLAR and makes a straight advance prior to turning to attack FINAL STAR. Destroy it by successive shooting in the lower zone.



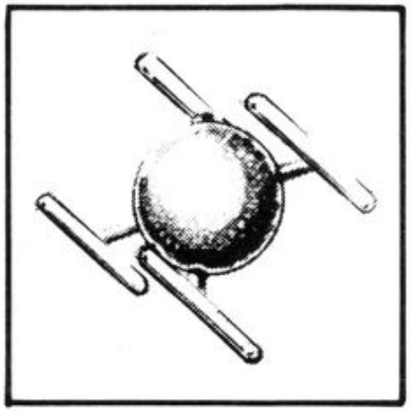
● **RIVA 200 pts**
Fighting plane which appears in the same way as GALLI. It does not scroll out downward, but turns reversely in a circle.



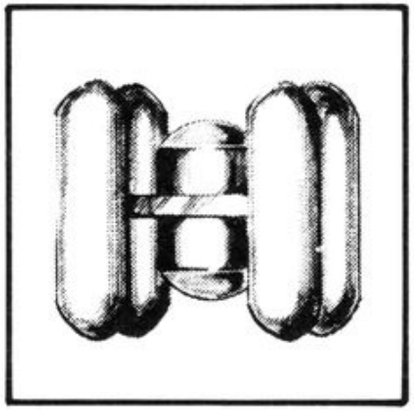
● **SPLITTA 500 pts**
Hard reflecting-plate mine. Each time a bullet is shot, SPLITTA is subject to fission. After three times of fission, shooting it again causes it to explode. Failure to shoot it allows it to chase FINAL STAR.



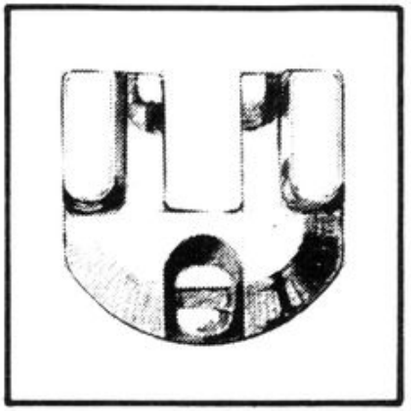
● **GADOHA 500 pts**
Unmanned scout plane which flies in waves in an unexpected manner and stops in the center of the display. After pausing for a few moments, it flies away shooting bullets. Shoot it before being shot.



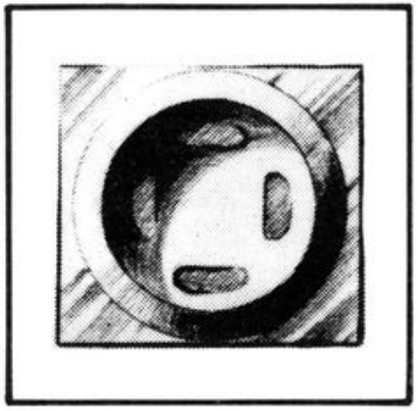
● **GIRARD 1,000 pts**
Floating mine which moves in zigzag directions to the right and left. At least eight bullets should be shot to destroy GIRARD. Your success in destroying it leads to the explosion of all the enemies displayed.



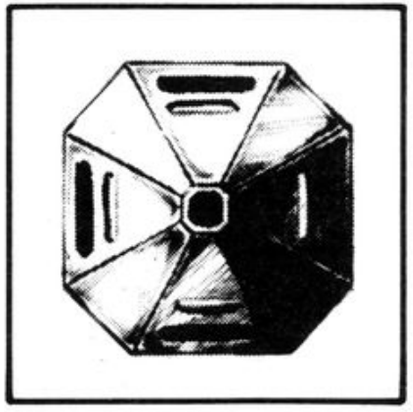
● **AMARA 100 pts**
High- speed bomber which flies down to a point just below FINAL STAR in a slanted direction and then flies up. Move FINAL STAR to the right and left quickly to shoot bullets successively.



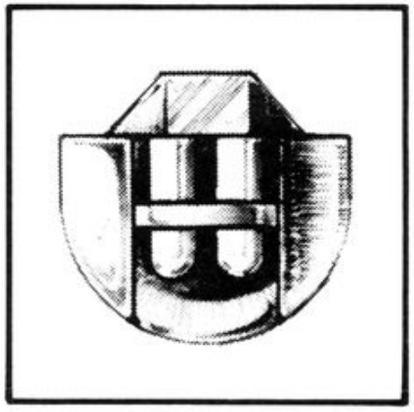
● **PATARTA 200 or 500 pts**
Heavy bomber loaded with nuclear condensed energy bombs. Upon appearing, PATARTA drops the bombs at FINAL STAR. You can get a high score by attacking it immediately after it appears.



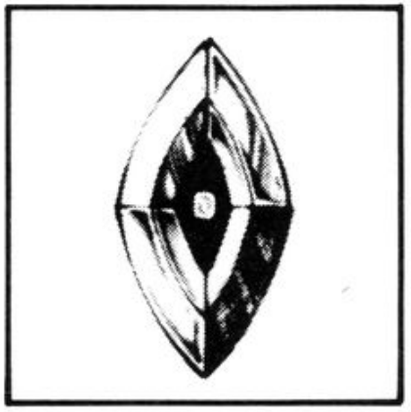
● **NEIRA 500 pts**
New-type fighting plane appearing at a point-symmetrical place against FINAL STAR.
(If FINAL STAR is in the lower corner on the right hand side, NEIRA appears in the upper corner on the left hand side and starts to attack him.)



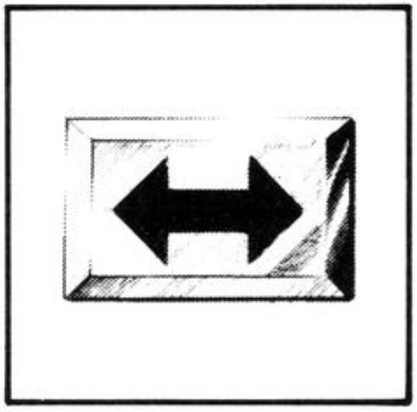
● **TOPPER 1,000 pts**
Barrier-type fighting plane. Despite its three-layer barriers, shooting four bullets destroys it. Each hit causes it to move wider horizontally.



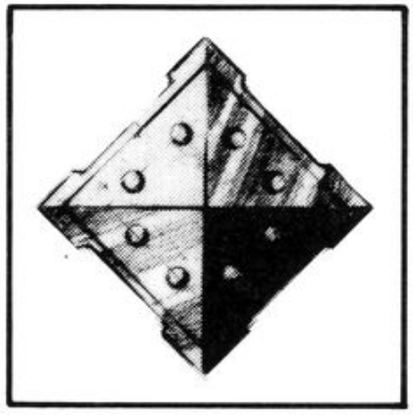
● **SULTAN 100 pts**
Magnetic fighting planes which appear on the opposite side against FINAL STAR over the center line on the display. They fly in a slanted direction and stop for a short period of time for directional change.



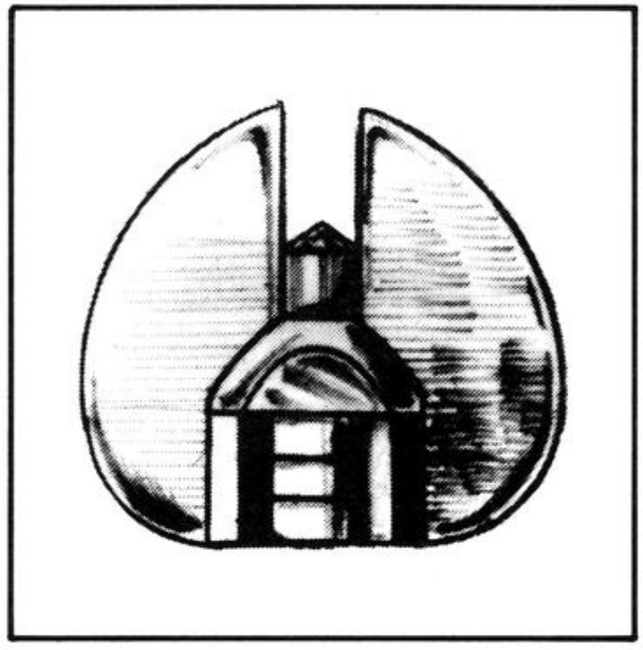
● **SUPER SONIC 300 pts**
Small magnetic weapon making a straight and high-speed advance.



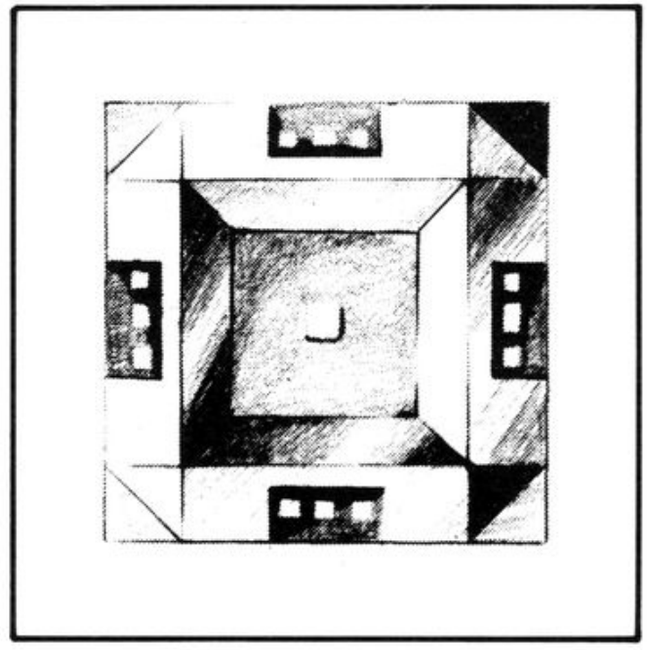
● **ZMUDA 1,000 pts**
An object on the surface used as an energy storage station. Shooting it four times destroys it.



● **BIGO 100 pts**
An object on the surface serving as an energy station and an entrance/exit leading to and from an underground world.



● **GUILER 1,000 pts**
Huge airplane carrier which flies up from the lower part of the display, drawing waves.



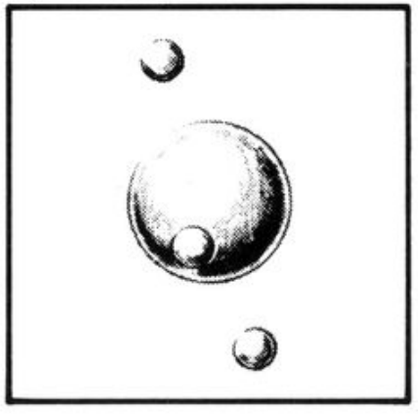
● **BIGORRA 300 pts**
Fortresses on the surface. There are airplane sheds, control systems, power sources and weapons, and also powder magazines. In the inner area, idols for GODS and demons are deified. What an unearthly sight it is.

5. ULTRA-TECHNIQUES

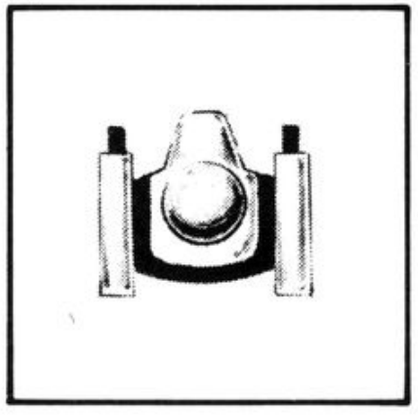
- **Saving PURSER to be combined into one Fighter!**

After the combined floating fortress named LALIOS is destroyed, the prison convoy "CALDERON" appears. PURSER, your ally is imprisoned in CALDERON. FINAL STAR can be combined with PURSER into one by destroying CALDERON and saving PURSER, thus making the speeds of FINAL STAR and star beam 1.5 times faster.

▼CALDERON

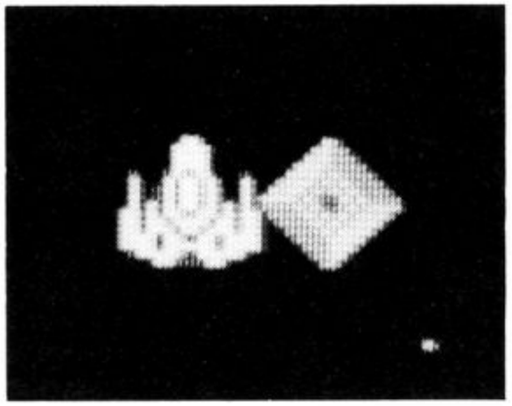


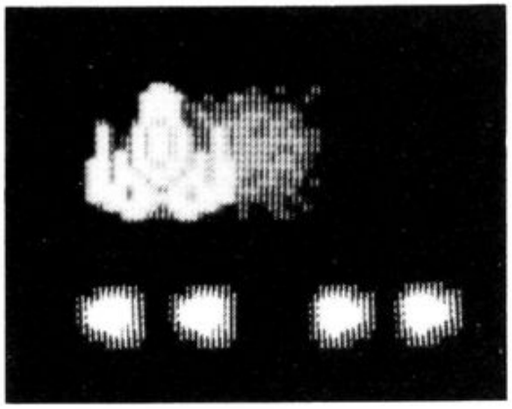
▼PURSER



- **Side attack to destroy an enemy beside FINAL STAR!**

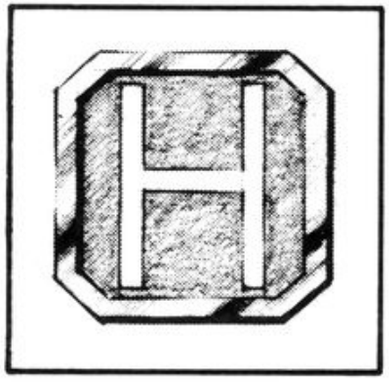
FINAL STAR cannot be destroyed through the light touch of the wings. So it is best for him to near an enemy sideways and upon light contact, shoot a bullet at the enemy. The destruction of an enemy beside FINAL STAR is feasible. This technique is effective to attack OBSESS.





6. SEVEN MYSTERIES

1. HIDDEN



◀ 2,000 pts

Hidden in the underground invisible to the naked eye. Shooting a bullet causes HIDDEN to appear and shooting four bullets causes its destruction.

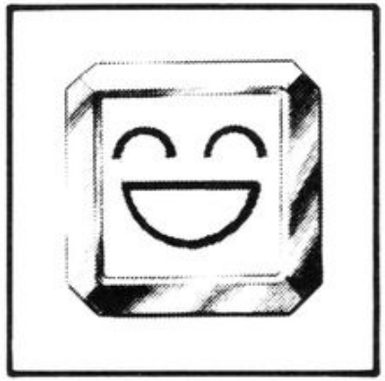
2. BONUS TARGET

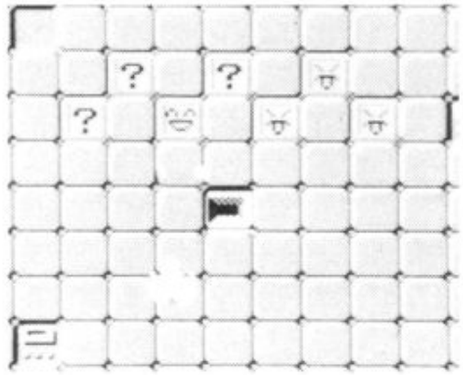
▲ 500 pts

▲ 500 pts

There are bonus targets in certain areas. You can obtain the bonus of 10,000 points by destroying all the bonus targets [B] [b] in each area.

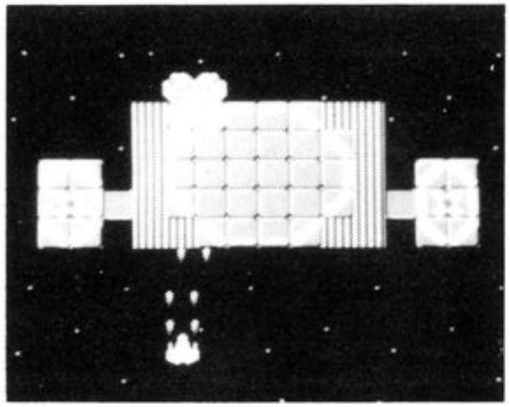
3. MAGIKKA





? mark on the surface. Shooting four bullets causes it to be overturned and then two pictures will appear. If one of the two pictures is "KERA", additional FINAL STARs will be stored. KERA is liable to appear at any place each time.

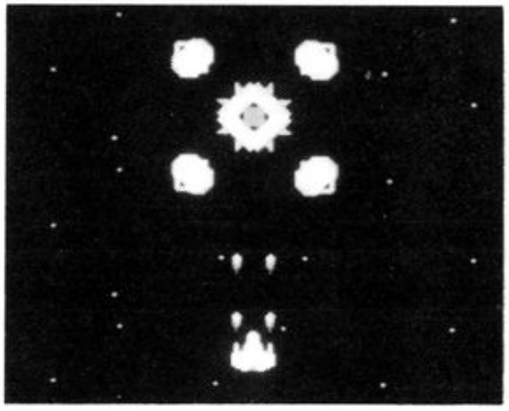
4. ALPHA TARGET



▲1,000 pts

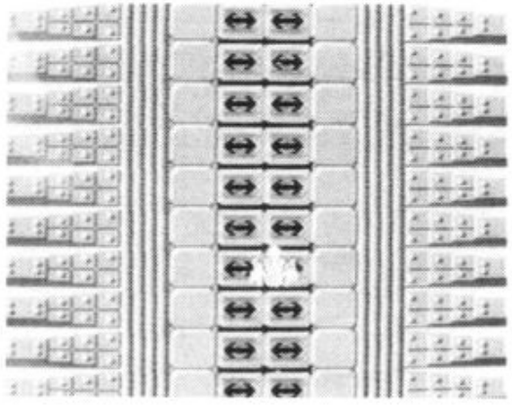
Computer-control command ship appears at the end of each area to hinder FINAL STAR. You cannot clear an area without destroying it. Shooting eight bullets causes ALPHA TARGET to be destroyed. It moves to the right or left.

5. LARIOS



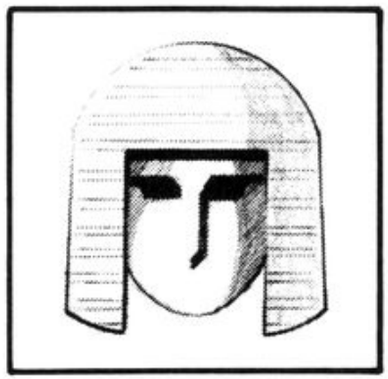
Super-magnetic combined floating fortress. First, a blinking red core appears and allows eight fortresses to be combined into a huge fortress. Shooting eight bullets destroys LARIOS after the fortress formation. In this case, you can get no more than 1,000 points. But before the fortress formation, the destruction of LARIOS by shooting eight bullets allows you to get the bonus of 50,000 points. In this case, you must shoot bullets after the center of the core is illuminated. If you shoot them before the illumination of the core, the number of the bullets you shot is added to eight and you will have to shoot that many times at LARIOS to destroy it.

6. ZMUDA STEGUI



ZMUDAs are standing in a double line. This place is called ZMUDA STEGUI. Shooting ZMUDAs at random and destroying all of them will give you a high score. On the other hand, you can get the bonus of 80,000 points by shooting 10 ZMUDAs which stand on one side successively. But failure to shoot one or shooting the other line by mistake requires a restart.

7. SOLVING THE MYSTERY OF THE EARTHLY PICTURE TO UNMASK GORDESS



▲ **CLEOPATRA**
1,000,000 pts

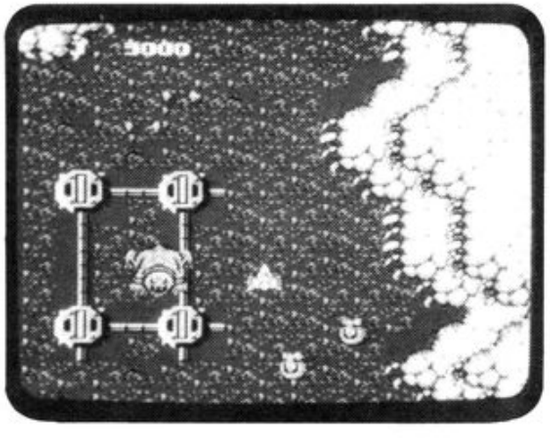
A mysterious picture is hidden deep in an area. It is said to provide clues for unmasking GORDESS. Your final mission is to locate this picture to debunk GORDESS. You can find the place where CLEOPATRA is hidden by solving the mystery of this picture. A bonus of one million points will be yours if you succeed in making CLEOPATRA appear and destroy it.

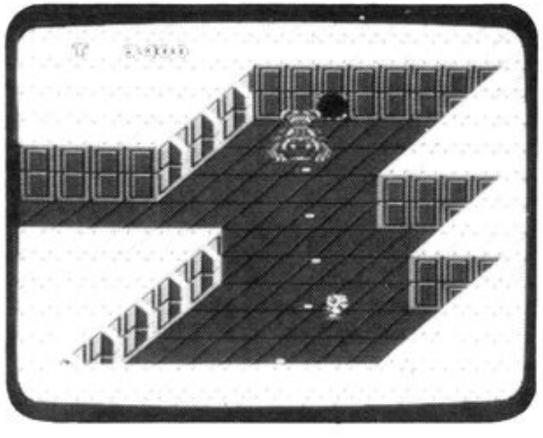
INFORMATION FROM TECMO

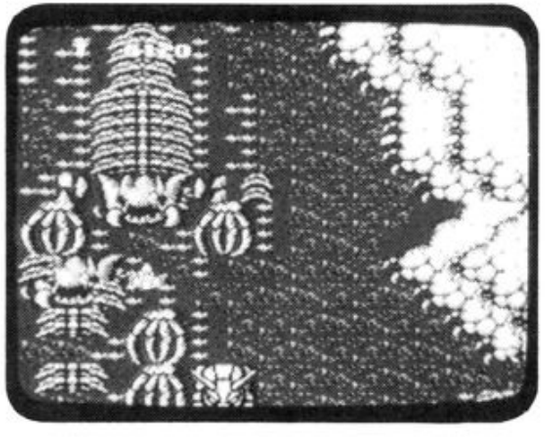
VOTED BEST SPACE ADVENTURE GAME IN JAPAN

DISCOVER THE MYSTERIES OF THE UNEXPLORED REGIONS OF A DISTANT GALAXY WITH THE ADVENTURES OF SUPER STAR FORCE COMING SOON!

FROM THE CREATORS OF RYGAR







90-DAY LIMITED WARRANTY TECMO GAME PAKS

90-DAY LIMITED WARRANTY:

Tecmo, Inc. ("Tecmo") warrants to the original consumer that this Tecmo Game Pak ("PAK") (not including Game Pak Accessories or Robot Accessories) shall be free from defect in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during 90-day warranty period, Tecmo will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the Tecmo Consumer Division of the problem requiring warranty service by calling; 1 (800) 457-6050
   Our consumer Division is in operation from 8:00 A.M. to 5:00 P.M. Pacific Time, Monday through Friday.
3. If the Tecmo service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

Tecmo, Inc. Consumer Division Victoria Business Park 18010 S. Adria Maru Lane Carson, CA 90746

This warranty shall not apply if the PAK has been demaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY:

If the PAK develops problem after the 90-day warranty period, you may contact the Tecmo Consumer Division at the phone number noted above. If the Tecmo Service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective PAK and return the defective PAK freight prepaid to Tecmo, enclosing a check or money order for $10.00 payable to Tecmo, Inc. Tecmo will, at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the $10.00 payment refunded.

WARRANTY LIMITATIONS:

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL TECMO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturers' instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communication Commission helpful:

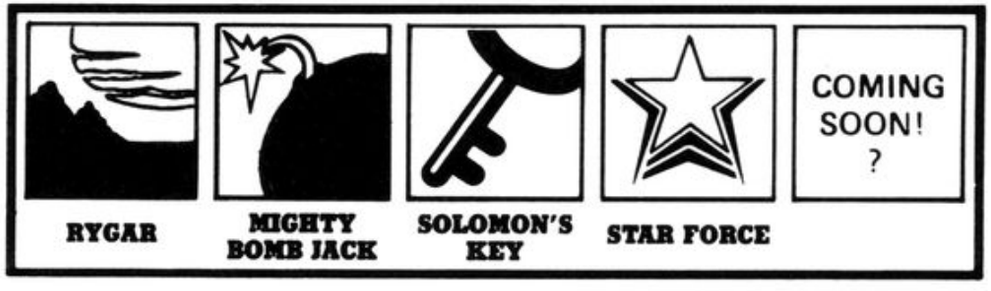
How to Identify and Resolve Radio – TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

SPECIAL BONUS OFFER

Collect the TECMO Game pak I.D. Badges for STAR FORCE and save! When you've collected a total 5 TECMO game pak I.D. Badges, you can stick them with the enclosed stick-on seal and mail in to TECMO in order to receive Special bonus offer – It will be a gift you will love to share with your family and friends! For more information contact the TECMO, Inc., "Consumer Division Hotline", 1 (800) 457-6050.

MAIL DIRECTLY TO TECMO, INC.
ADDRESS LISTED
BELOW



Collect these and other fine games from
TECMO™

SEND TO:

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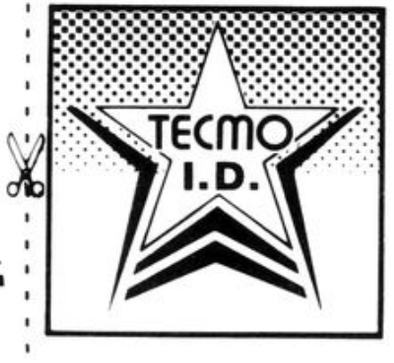
18010 S. ADRIA MARU LANE
CARSON, CA 90746

Note: You must write down your name and address on the enclosed seal with block letters or by type-writing and mail together with STICK-ON SEAL in order to receive a surprised gift properly.

OFFICIAL I.D. BADGE →



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THIS GAME IS LICENSED BY NINTENDO FOR PLAY ON THE

Nintendo ENTERTAINMENT SYSTEM®

Printed in Japan